ELDRITCH HORROR

The following are frequently asked questions, errata, and clarifications for *Eldritch Horror* and its expansions.

Previous **official update** was on August 11, 2017.

Version 2.0 -- 3 January 2024

Content marked in red is 100% official Q&A from FFG staff.

Errata

- In the **Reference Guide**, on **page 4**, the third bullet point under **"Conditions"** should read as follows: "An investigator cannot gain a copy of a Condition that he already has. An investigator cannot choose to gain a copy of a Condition that he already has."
- In the **Reference Guide**, on **page 10**, the third bullet point under **"Rumor"** should read as follows: "When a ***Rumor*** Mythos card is solved, discard it, all tokens on it, and all Rumor tokens, Epic Monsters, and Eldritch tokens it placed on the board." In addition, a sub-bullet below this should read as follows: "Do not discard any other tokens placed by the ***Rumor*** Mythos card such as Clues, non-Epic Monsters, or Gates spawned by its effects. Do not discard any Conditions or tokens gained by investigators due to the ***Rumor*** Mythos card's effects."
- In the **Reference Guide**, on **page 11**, the fourth bullet point of step 1 **"Determine Dice Pool"** under **"Tests"** should read as follows: "He adds the single highest bonus that applies (for example, 'Gain +3 ').
- In the **Reference Guide**, on **page 12**, the fourth bullet point under **"Winning/Losing"** should read as follows: "If a Mythos card cannot be drawn during the Mythos Phase, the Mythos Phase ends. Then, if investigators have not won the game, investigators lose the game."
- The **Dynamite Asset's** effect should read as follows: "**Action:** You may discard this card to cause each Monster on your space to lose 3 Health."
- The **Holy Water Asset's** second effect should read as follows: **"Action:** You may discard this card to choose an investigator on your space. That investigator gains a Blessed Condition."
- The **Puzzle Box Asset's** effect should read as follows: "When you perform a Rest action, you may attempt to open the puzzle box (–2). If you pass, you may discard this card to gain 1 Artifact."
- The **Mi-go Braincase Artifact** should have the ***Teamwork*** trait in addition to its other traits.
- The text effect of the **Zombie Monster** should read as follows: ": Spawn the Zombie Horde Epic Monster on this space. If you do, discard this Monster."
- The "Shub-Niggurath Awakens!" text on the back of the **Shub-Niggurath Ancient One** sheet should read as follows: "Spawn the Shub-Niggurath Epic Monster on The Heart of Africa. Then move all Ghoul, Goat Spawn, and Dark Young Monsters on the game board to that space."
- The second paragraph of the **Fractured Reality Mythos** card's effect should read as follows: "When there are no Eldritch tokens on this card, advance Doom by 1 for each Gate on the game board, and then solve this ***Rumor***."
- The second paragraph of the **Lost Knowledge Mythos** card's effect should read as follows: "When there are no Eldritch tokens on this card, each investigator discards all Clues, and then discard all Clues on the game board and solve this ***Rumor***."
- In the ***Forsaken Lore*** **Rulesheet**, a bullet point under **"Lost in Time and Space"** is missing and should read as follows: "If a Lost in Time and Space Condition effect would 'spawn 1 Gate' and there are no Gates in the Gate stack or discard pile, he (the investigator) chooses one Gate on the game board instead."
- From the ***Forsaken Lore*** **expansion**, the **Police Ledger Asset's** effect should read as follows: "When you perform a Rest action, you may attempt to decipher the ledger (). If you pass, you may discard this card to gain 1 Clue."
- From the ***Mountains of Madness*** **expansion**, the **Exploring Hyperborea Mystery's** final paragraph should read as follows: "At the end of the Mythos Phase, if there are Eldritch tokens on this card equal to half , solve this Mystery."
- From the ***Mountains of Madness*** **expansion**, **Other World Encounter #34's** fail effect should read as follows: "The shape pulls you underground. Lose 1 Health. You see a little bit of light and climb toward it (). If you pass, you climb out back on Earth; close this Gate. If you fail, the ground crushes you; gain 1 ***Injury*** Condition."

Errata cont.

- From the ***Mountains of Madness*** **expansion**, the first paragraph on the back of the "**All In" Funding Condition** should read as follows: "With so much money burning a hole in your pocket, you cannot resist the opportunity to double your winnings. Roll 1 die."
- From the ***Mountains of Madness*** **expansion**, the **Excavating the Elder Things Adventure's** second paragraph should read as follows: "When this Adventure is completed, advance the active Mystery by 1; then draw a random ***Antarctica III*** Adventure."
- From the ***Mountains of Madness*** **expansion**, the **Through the Mountains Adventure's** second paragraph should read as follows: "When this Adventure is completed, advance the active Mystery by 1; then draw a random ***Antarctica III*** Adventure."
- From the ***Mountains of Madness*** **expansion**, the **Through the Frozen Waste Adventure's** second paragraph should read as follows: "When this Adventure is completed, advance the active Mystery by 1; then draw a random ***Antarctica III*** Adventure."
- From the ***Mountains of Madness*** **expansion**, the **Cold White Silence Mythos** card's effect should read as follows: "When there are no Eldritch tokens on this card, each investigator that has a Hypothermia Condition loses 4 Health and becomes Delayed; then solve this ***Rumor***."

- Starting from the release of the ***Strange Remnants*** **expansion**, the formatting of a card's trait line has changed. A card's traits are now separated by spaces, not commas.
- From the ***Under the Pyramids*** **expansion**, the **Haunter of the Dark Mystery** card's effect should read as follows: "When this card enters play, spawn the Haunter of the Dark Epic Monster on Arkham. An investigator on Arkham chooses an encounter as if the Epic Monster is not on his space unless he has the Shining Trapezohedron Artifact."
- From the ***Under the Pyramids*** **expansion**, the Doom replacement effect on the back of the **Abhoth Ancient One** sheet should read as follows: "Each time Doom would advance, spawn 1 Cultist Monster on a Wilderness space instead; spawn the Monster on a space that does not contain a Cultist Monster if able. Then, if there are no Cultist Monsters on this sheet, investigators lose the game."
- From the ***The Dreamlands*** **expansion**, the **Focused Training Prelude's** second paragraph should read as follows: "***Talent*** Conditions in the reserve can be gained as part of the Acquire Assets action. Each ***Talent*** Condition in the reserve has value 1. As an additional cost to gain a ***Talent*** Condition, an the investigator must spend 1 Focus."
- From the ***The Dreamlands*** **expansion**, the **Twin Blasphemies of the Black Goat Prelude's** second paragraph should read as follows: "During step 9 of setup ('Resolve Starting Effect'), if Shub-Niggurath is the Ancient One, search the Mystery deck for the Spawn of the Black Goat Mystery instead of drawing a random Mystery."
- From the ***The Dreamlands*** **expansion**, the **It Could Be Worse Mythos** card's first paragraph should read as follows: "When this card enters play, the Lead Investigator loses all but 1 Sanity."
- From the ***Cities In Ruin*** **expansion**, the **Exploring the Crater Mythos** card's first paragraph should read as follows: "As an encounter, an investigator on Tunguska may search for samples of the meteorite that fell there (👁). If he passes, he may spend Clues equal to half 🕯 to solve this ***Rumor***."
- From the ***Cities In Ruin*** **expansion**, the **Return to G'harne Mythos** card's first paragraph should read as follows: "As an encounter, an investigator on The Heart of Africa may search for the symbol that once held the cthonians at bay (👁). If he passes, he may spend Clues equal to 🕯 to solve this ***Rumor***."

Frequently Asked Questions

Below are a number of frequently asked questions organized by topic. Rulings in this document take precedence over all other rulings.

Core Mechanics

Q. Can an investigator resolve a triggered effect multiple times?

A. No. A triggered effect is resolved exactly once for each time it is triggered.

For example, the "Bank Loan" effect triggers exactly once when an investigator performs the Acquire Assets action. As such, an investigator would not be able to resolve that effect more than once to add more than two successes to his test result.

An investigator with the Axe Asset may spend two Sanity to reroll any number of dice when resolving a test during a Combat Encounter. This effect allows him to spend exactly two Sanity to reroll any number of dice exactly once. As a comparison, the Bull Whip Asset has the effect "You may reroll 1 die when resolving a test during a Combat Encounter." The bull whip's effect has the same triggering event as the axe. It can be used only once during a single test.
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Q. Can an investigator use an ability that lets him roll "additional" dice after he's already rolled for a test?

A. No. When an investigator resolves a test, he must declare any additional dice he wishes to roll before rolling any dice.

Q. When does the minimum-one-die-on-tests rule apply?

A. When resolving a test, the investigator, first, calculates his dice pool. That is, he adds together his skill, Improvements, test modifier, bonuses, and additional dice. Then he rolls his dice pool. At this point, if his dice pool is zero or fewer dice, he rolls one die instead.

Q. What happens if an effect allows an investigator to reroll up to two dice but he has rolled only one die?

A. The investigator may use that effect to reroll his single die. He cannot use that effect to reroll a single die more than once.

Q. Is every roll considered a test?

A. No. An effect that tells you to roll a specific number of dice, such as the effect on a Cursed Condition, is not a test. These rolls cannot be rerolled or modified by effects that affect tests.

Q. Are effects that say "may," "or," and "unless" optional?

A. Yes. Effects using the words "may," "or," and "unless" grant the investigator a choice. If an effect says, "may," the investigator chooses to resolve that effect or not.

If an effect says, "or," the investigator chooses one of the effects separated by the "or."

If an effect says, "unless," the investigator may resolve the effect following "unless." However, if he chooses not to or is unable to resolve that effect, he must resolve the effect preceding "unless."

Q. If an investigator chooses an effect, can that effect be prevented?

A. Yes. The effect an investigator chooses can be prevented by another effect. In such a case, the investigator's choice is not negated. For example, an investigator must discard his Spell unless he loses 2 Sanity. If that investigator chooses to lose 2 Sanity, that loss of Sanity can be prevented with the Whiskey Asset or the Instill Bravery Spell.

Q. Can an investigator choose not to apply a passive bonus when resolving a test?

A. No. A passive bonus, such as "gain +3 ," must be applied when resolving a test with the indicated skill.

Some bonuses, such as "you may gain +5 during a Combat Encounter," use the word "may." As such, these bonuses are optional and do not need to be applied when resolving a test.

Q. Does reducing my maximum Health reduce my current Health?

A. No. If your maximum Health is changed, your current Health remains the same. However, your current Health cannot exceed your new maximum Health. In such a case, your current Health is set to your new maximum Health.

The same is true for current and maximum Sanity.
Q&A from the Mask of Nyarlathotep expansion.

Q. What is an "effect"? Can something happen in the game not due to an effect?

A. An effect is the most basic building block of the Eldritch Horror mechanical system. Anything and everything that happens in the game from text and icons printed on cards to timed events defined by the rules to the actions the investigators are able to perform—all of these are effects. Everything that happens in the game is part of one effect or another.
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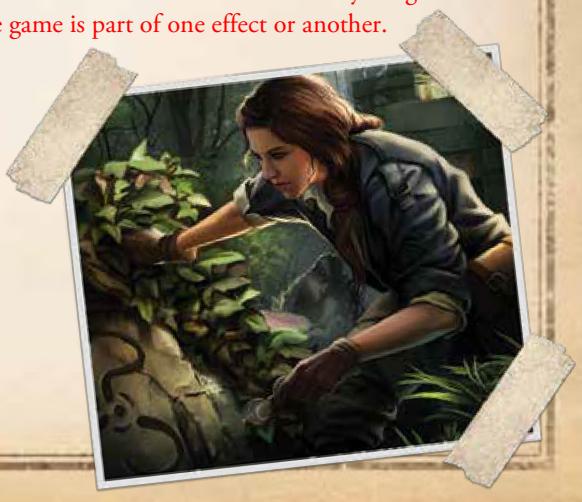

Q. Is an Eldritch token placed by a Mystery exactly the same as an Eldritch token placed by Cthulhu's reckoning effect? Or should Eldritch Tokens only be used as tokens for the original reason they were placed?

A. An Eldritch token is just an Eldritch token. If placed on the board or a card, it has no inherent effect. They act or affect the game as instructed by any effects that reference them. Players are not expected to remember where any given Eldritch token came from. An Eldritch token placed by a Mystery is exactly the same as an Eldritch token placed by Cthulhu's effect. In such a case, Eldritch tokens on the board represent odd happenings or areas under the influence of Cthulhu.

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Q. Can an investigator use his lower passive bonus from his items?

A. No. When resolving a test, an investigator uses the effect that provides the highest bonus that applies to the skill being tested.

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Q. What are the differences between loss vs. cost and replacement vs. prevention?

A. Spending Health or Sanity is not the same as losing Health or Sanity. Losing Health or Sanity is involuntary and is typically the result of a consequence such as failing a test. Spending Health or Sanity (always preceded by "you may" or "he may") is voluntary and it made as part of payment for another effect.

Additionally, a replacement effect is not the same as an effect that "prevents" the loss of Health or Sanity. "Prevent" is a game term with specific meaning. Other effects can even restrict effects that "prevent" the loss of Health and Sanity from resolving. On the other hand, a replacement effect replaces one effect with another, such as "spend 1 fewer Sanity" or "spend 1 Sanity in place of spending 1 Clue".

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Q. How do effects that trigger based on the results of dice rolled during tests (e.g. Double-barreled Shotgun, Blunderbuss, Azure Flame, Fine Clothes) interact with effects that allow dice manipulation (e.g. Lucky Cigarette Case, .18 Derringer, Fine Jewelry)? Does a "natural" die roll of 5, which is turned into a 6 via dice manipulation, count as a 6 for the purposes of triggering effects that are based on "rolling a 6" during a test?

A. Yes. Dice manipulation effects cause the new result to replace the old result as if the new result had been rolled naturally. Thus, if you roll a 5 but bump it to a 6, treat that die as if you rolled a 6 originally.

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Q. If an effect states "place 1 Clue on [a card]", where does that clue come from?

A. It means to take a Clue from the Clue pool and place it on the indicated card.

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Q. When do triggered effects happen?

A. Triggered effects are resolved after the triggering event has been resolved. As such, an effect that reads, "when you perform a Rest action …" will be resolved after the investigator has recovered his allotted one Health and one Sanity. Each such effect triggers and those effects are resolved in the order of the player's choice.

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Q. On one of the back of the Feed the Mind Spell, it is stated when rolling 0 successes: "Discard all Improvement tokens unless you discard this card." In this case, I could technically choose to "discard all Improvement tokens", even though I have none, right? In other words, can you resolve an effect before 'unless', even if you cannot fulfill the requirement?

A. Yes, you can resolve "discard all of your Improvement tokens" even if you have zero. You discard all (zero) of them.

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Q. Has there been an update in calculating the scores for a game? New cards, Focus, etc, have all come into play, so wouldn't these affect the actual game score in some way?

A. The scoring system remains unchanged with the release of Under the Pyramids.

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Investigators

Q. If an investigator uses an effect that applies to "investigators" or "an investigator," does that effect include himself?

A. Yes. Unless the effect says "other investigators" or "another investigator," it can affect any or all investigators, including the one who is using the effect.

Q. What happens if a new investigator's starting possessions are being used by another investigator?

A. When a player chooses a new investigator, he receives that inve stigator's starting possessions from the decks, discard piles, or reserve. If the starting possessions are not in these places, such as if another investigator or a defeated investigator has them, the new investigator does not start with those possessions.

Q. If an investigator has an ability that functions "once per round" can that ability affect setup?

A. No. Setup occurs before the first round has begun. As such, effects with a "once per round" restriction cannot be used during setup. For this reason, Joe Diamond's passive ability will have no effect during setup. On the other hand, Lily Chen's passive ability has no such restriction and does function during setup ("Drastic Measures" Prelude for example).
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Q. When an investigator is defeated, can the newly chosen investigator be given the Lead Investigator token at the end of the Mythos Phase?

A. Yes. Both choosing a new investigator and passing the Lead Investigator token occur "at the end of the Mythos Phase." The Lead Investigator chooses the order to resolve effects that occur at the same time, so a new investigator can be chosen, and then the Lead Investigator token can be passed to him.

Q. If all investigators are defeated at the same time, do investigators lose the game?

A. No. At the end of the Mythos Phase, each defeated investigator will choose a new investigator to play as. However, if being defeated would cause a player to be eliminated, such as if the Ancient One has awoken, all players could be eliminated. In this case, investigators lose the game.

Q. How does Finn Edwards's active ability work?

A. When Finn Edwards uses his active ability, he chooses himself, another investigator on his space, or both himself and another investigator on his space.

If Finn chooses only himself, he moves to an adjacent space connected by a Ship or Train path.

If Finn chooses only another investigator on his space, that investigator may move to an adjacent space connected by a Ship or Train path.

If Finn chooses both himself and another investigator on his space, Finn moves to an adjacent space connected by a Ship or Train path, and the chosen investigator may choose to move to that space as well. Finn and the chosen investigator cannot move to separate spaces.

Q. What happens if Finn Edwards uses his passive ability to not discard a flipped Unique Asset when instructed?

A. After resolving the effects on the back of a Unique Asset, if the investigator was not instructed to "flip this card", the Unique Asset is shuffled into the Unique Asset deck.

This occurs most frequently when Finn Edwards uses his passive ability to choose not to discard a Unique Asset, but it could occur in other ways. Regardless of how it occurs, the Unique Asset is shuffled into the Unique Asset deck.

Q. How does Ursula Downs's passive ability work?

A. Once per round, Ursula may choose to spend one fewer Focus when paying for an effect, including spending a Focus to reroll a die when resolving a test. This can reduce the cost of an effect to zero Focus.

Q. Does Wilson Richards's passive ability allow him to reroll a single die twice?

A. No. If Wilson or another investigator on Wilson's space spends a Focus to reroll a die and his dice pool is only one die, that investigator cannot use Wilson's passive ability.

Q. How does Charlie Kane's action ability work?

A. Charlie Kane's action ability may allow another investigator to perform one additional action whether that investigator has already performed actions during the round or not. However, he cannot affect a Delayed investigator.

Q. While the Supplying the North Mystery is in play, can Charlie Kane purchase a Provisions Unique Asset for another investigator?

A. No. The effect that allows an investigator to gain a Provisions Unique Asset triggers when the investigator perform the Acquire Assets action, but it is not a part of that action. As such, Charlie Kane is not able to purchase a Provisions Unique Asset and allow another investigator to gain that possession.

Likewise, Charlie Kane cannot spend two successes during an Acquire Assets action to move another investigator to Miskatonic Outpost.

Q. Can "Skids" O'toole reroll a 1 if that die has already been rerolled?

A. Yes. When resolving a test, "Skids" O'toole can reroll any die with a result of 1. There is no limit to the number of dice he can reroll or the number of times a die can be rerolled. Please note that effects that require Skids to roll a die not as part of a test are not affected, such as the roll on a Dark Pact Condition. If an effect causes all die rolls to be treated as 1's, such as the Tied to a Dark Purpose Mythos card, Skids will continue to roll 1's. He can reroll these dice if he wishes, but he will continue to roll only 1's. For this reason, rerolling these dice will have no effect.
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Q. How does Hank Samson's passive ability work?

A. When Hank Samson encounters a Monster, if that Monster has both a test and a test, he resolves the test first. Then he resolves the test only if he lost one or more Health from the test.

If the Monster has a or other test in place of the test, Hank resolves that test first, and then he resolves the test only if he lost one or more Health.

If the Monster has an or other test in place of the test, Hank's passive ability has no effect on the encounter.

Q. If Hank Samson defeats a Monster and loses Health from the same test, does he resolve the test?

A. No. When a Monster is defeated during a Combat Encounter, that encounter immediately ends. Hank Samson will not resolve the test. (Note: This ruling takes precedence over any other ruling it contradicts.)

Q. How does Harvey Walters's action ability work?

A. As an action, Harvey Walters chooses another investigator on his space. That investigator improves one skill of his choice if Harvey's value for that skill is equal to or higher than his own. This comparison is made using the skill's modified value, including Improvement tokens and Impairment tokens. Bonuses to skills, such as from Assets, do not affect a skill's modified value.

Q. Is the additional Clue gained with Mandy Thompson's passive ability gained from the Research Encounter?

A. No. After resolving a Research Encounter, Mandy's passive ability could allow her to gain an additional Clue. However, this Clue is gained from her passive ability, not the Research Encounter.

Q. Can Minh Thi Phan use her action ability to gain a travel ticket even if her space is not connected to another space by the appropriate path?

A. Yes. Minh's action ability allows her to gain a travel ticket of her choice, even if she could not gain that type of travel ticket using the Prepare action. Furthermore, Minh can use her action ability even if she is not on a City space.

Q. How does Rex Murphy's passive ability work?

A. If at any time, Rex Murphy does not have a Cursed Condition, he immediately gains one Clue and improves one skill of his choice and then gains a Cursed Condition.

Q. How does Sister Mary's passive ability work?

A. Sister Mary and each other investigator on her space adds 1 to the result of each die rolled as part of an effect printed on a Condition card that has the ***Bane*** or ***Boon*** trait. This modification applies whether the die is rolled as part of a test or not. For instance, while resolving a Blessed Condition's effect, Sister Mary would discard the Condition only on a roll of 1. On a roll of 2, which she modifies to a 3, the Blessed Condition is not discarded.
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Q. Can Jenny Barnes use her action ability to allow herself or another investigator to perform the Acquire Assets action if that investigator is not on a City space or on a space containing a Monster?

A. No. An investigator can perform the Acquire Assets action only if he is on a City space and only if there are no Monsters on his space.

Q. Can Michael McGlen use his action ability if he already has a Wanted Condition?

A. Yes. Michael McGlen can use his action ability if he has a Wanted Condition. If he does, he resolves all effects of the ability except that he will not gain another Wanted Condition.

Q. Does Michael McGlen's passive ability allow him to reroll the die rolled as part of a Dark Pact's reckoning effect?

A. Yes. Michael McGlen's passive ability allows him to reroll any single die that is rolled as part of a ***Deal*** or ***Pursuit*** Condition's effect even if the die is not rolled as part of a test. This includes the one die rolled when resolving the effect of a Dark Pact Condition or a Promise of Power Condition.

Q. Can Wendy Adams's passive ability stop her from gaining a Condition she chooses to gain?

A. Yes. If an effect allows Wendy Adams to gain a Condition as part of a cost, such as "you may gain 1 ***Madness*** Condition" or "unless you gain a Blight Condition," she may use her passive ability to not gain that Condition instead. If she does, the cost of gaining the Condition has still been paid.

Q. Can Amanda Sharpe's action ability improve the same skill multiple times?

A. Yes. If Amanda's action ability is used to discard multiple ***Talent*** Conditions, she may improve the same skill more than once. However, she cannot improve a skill to more than two above its printed value.

Q. What happens if Kate Winthrop is on a space containing a Dream Portal and a Gate would spawn on that space?

A. Both the Dream Portal effect and Kate Winthrop's passive ability will attempt to replace the Gate spawn. The active investigator decides which effect takes priority. As such, he could have Kate's passive ability cause the Gate to be discarded instead of spawning.

Q. What counts as "encountering a Gate" when using Luke Robinson's passive ability?

A. Luke can resolve his passive ability to ignore Monsters on his space when choosing an encounter. However, he must choose to encounter a Gate.

The most common way to encounter a Gate is to draw and resolve an Other World Encounter card. However, resolving any encounter that requires Luke to occupy a space containing a Gate is encountering a Gate. For example, the Caught in the Web Mystery grants a different option for encountering a Gate.

Q. What is Luke Robinson's starting space if there are multiple Gates on the game board or if there are no Gates on the game board?

A. Luke's Investigator token is not placed during step 3 of setup as usual. After resolving setup, Luke chooses a space that contains a Gate and places his Investigator token on that space. If there are no Gates on the game board, he places his Investigator token on a space of his choice instead.

Q. Can the actions granted by Preston Fairmont's action ability be used in any order?

A. Yes. The actions granted by Preston's action ability can be performed in any order, including allowing the other investigator to perform actions before or after Preston.
Q&A from the Mask of Nyarlathotep expansion.

Q. Does Sefina Rousseau need to roll the successes naturally to use her passive ability?

A. The two successes required for Sefina's passive ability to trigger must be rolled on the dice during her test. This is, successes granted by another effect (such as accepting a bank loan) do not count toward the requirement. However, Sefina may use any rerolls or other dice manipulation effects to achieve her two successes.
Q&A from the Mask of Nyarlathotep expansion.

Q. What does the second effect of Jacqueline Fine's Reward card ("Oracle") do?

A. During the Mythos Phase, after the Mythos card is revealed, Jacqueline may spend three Clues. If she does, the Mythos card is resolved as if its text box is blank. She must choose to do this before any part of the text effect is resolved.
Q&A from the Mask of Nyarlathotep expansion.

Q. Does the second effect of Marie Lambeau's Reward card ("Smokey Velvet") allow another investigator to perform the same action a second time?

A. No. If Marie performs the Rest action, her Reward effect will not allow an investigator to also perform the Rest action if that investigator has already performed that action this round.

However, after performing her action ability (which allows her to perform an action she has already performed this round), her Reward effect can allow another investigator to perform an action the investigator has already performed.
Q&A from the Mask of Nyarlathotep expansion.

Q. Are completed Personal Stories rewards and consequences "gained" during setup of subsequent campaign games?
A. Yes, the reward or consequence is gained along with the investigator's other possessions during setup.
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Q. What happens to your Personal Stories if your character dies and you draw a new one?
A. The mission, reward, or consequence is lost with the investigator it belongs to. The new investigator will enter the game with their respective personal mission card.
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Q. If my investigator already has two Focus tokens, can he still perform a Focus action?
A. Yes, but he will not gain additional Focus above two. Likewise, an investigator can perform the Rest Action even if he has full Health and/or Sanity. He will not recover Health or Sanity above his maximum, but other effects will still trigger, such as removing ***Injury*** or ***Madness*** Condition.
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Q. If an effect instructs an investigator to "Impair 3 skills of his choice" can he choose the same skill multiple times?
A. Yes. Just remember that an investigator cannot choose to impair a skill if that skill's value is one. This limitation also means you could not choose a skill all three times if its value is less than four, as that would reduce the skill's value below one.
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Q. What happens if there are no valid investigators to pass the Lead Investigator token to when needed?
A. If all investigators are defeated (or have Lost in Time and Space Conditions), the Lead Investigator token cannot be passed. The player who had it last keeps it. If an effect refers to the Lead Investigator during that time, the effect will be resolved only if able. For example, the Lead Investigator (the player) could still make a decision, but he cannot gain a possession or a Condition because there is currently no investigator to do so.
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Q. Are there any restrictions when assigning health and sanity loss when lost as a group?
A. Health or Sanity loss cannot be assigned to an investigator in a greater quantity than that investigator's current Health or Sanity, respectively.
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Q. What does "you" mean in some card text? One investigator? Any investigator? Or investigators as a group?
A. "You" is any singular investigator.
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Q. How do Calvin Wright's abilities work?
A. Calvin's action ability can be used to trade away your (or someone else's) Health or Sanity, even if it kills you or them. Since you are not "spending," this is allowed. Trading doesn't count as spending or losing the things being traded away. The Flesh Ward Spell would not be able to affect Calvin's ability.

Components exchanged as part of a trade action (or trade-like effects) are not technically discarded or gained by the investigators. But Calvin's passive ability will see an incoming impairment from the trade and replace it. The impairment gets discarded and Calvin recovers one Health and one Sanity. Calvin's ability will not affect traded improvements in either direction.

Calvin is immune to impairments. The passive ability is not limited per round. You are not compelled to take an Impairment if you are at max Health or Sanity. Like other effects that would allow you to heal when you are at max, nothing will happen. You can't go above your maximum, so the extra healing is simply wasted.
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Q. Can a Local path be used during the action granted by Charlie Kane?
A. An investigator can resolve effects that state "during the Action Phase" before, after, or while performing an action, even if that action is granted by Charlie Kane's action ability. The active investigator is whichever investigator is currently performing his actions. An investigator will become the active investigator while performing his additional action from Charlie's ability, then Charlie will be the active investigator again until he finishes performing his actions.
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Q. Can Father Mateo "give" his Blessed Condition to an investigator who already has a Blessed Condition? Does "give" have the same restrictions as a Trade action or is it more akin to another investigator gain a given card?
A. You can think of Father Mateo's action as a Trade action in which the trade is in one direct and the contents of the trade are a singular ***Boon*** Condition. This means the investigator receiving the ***Boon*** must be able to accept it. You can't give a second blessed to an investigator for instance. If the ***Boon*** can't be given, Mateo will keep the ***Boon***. However, ***Bane*** conditions that say "If you would gain a ***Boon*** condition, discard this card instead" (Cursed, Haunted, and Corruption specifically) will see the new ***Boon*** and both cards will be discarded.
Link

Q. How does Finn Edwards's passive ability work with "choice" and paying a cost?
A. This ability does not prevent Finn from discarding a possession as part of a cost. For example, "you may discard 1 ***Ally*** Asset to …" or "… unless you discard 1 ***Ally*** Asset" are optional costs and Finn would be choosing to discard the Asset. The ability does stop any other effect from discarding his possessions. He can choose to allow those possessions to be discarded if he wants to.
Link

Q. Does Jim Culver's passive ability work on the test on the Wither Spell or Flesh Ward Spell (if cast during combat?)?
A. No. With Jim's passive ability "during Combat Encounters" refers specifically to the effects of the Combat Encounter directly. That is, investigators roll one additional die when resolving the test and tests printed on the Monster token (or other skill tests that are present on the Monster). Any effects not printed on the Monster token being encountered are not part of the Combat Encounter. For example, the Wither Spell's effect is triggered "during a Combat Encounter," but it is not part of the Combat Encounter's effect.
Link

Q. Can Marie Lambeau attempt to pass a test on a Detained Condition more than once per round?
A. No. Marie will be able to attempt to free herself only once per round. The Detained Condition prevents her from using her action ability and thus she cannot attempt the action a second time.
Link

Q. Are there any restrictions on how Marie Lambeau's Reward works?
A. The additional action granted by Marie's reward comes with an added restriction: the action must be the action Marie performed. But all other restrictions still apply. So an investigator wouldn't be able to perform a Rest action in a space with a Monster, nor would they be able to perform an action they don't have access to (such as the action of one of Marie's components). In order to perform a component action, the investigator would need their own copy of that component or be in the same space if it's a local action. The only exception to this is that Marie can allow another investigator to perform her own action ability.
Link

Q. Can Marie Lambeau spend only 1 Health and no Sanity to use the Voice of Ra Spell?
A. Yes. Additionally, if she would lose or spend Sanity as part of the Spell's effect (flipping the card), she may spend or lose 1 fewer Sanity than indicated.
Link

Q. Can Minh Thi Phan choose two different tickets for each investigator?
A. Yes, the travel ticket she gains can be different from the travel ticket she allows another investigator to gain.
Link

*Q. Does Roland Banks or another investigator have to perform an action to gain 1 of the **Service** Asset he has set aside?*
A. No, it is an effect that can be resolved during the Action Phase, but it does not require an action.
Link

*Q. When Sister Mary uses her action ability, if she rolls two successes on the test, can she allow two different investigators to discard 1 **Madness** Condition each?*
A. Yes, with two successes, two different investigators could each discard one ***Madness*** or a single investigator could discard two.
Link

Q. How does the second effect of Sister Mary's Reward card ("Fear No Evil") interact with a Condition like Righteous?
A. In this case, the intent is that you would still need to discard the card to gain benefit from its positive effect. An investigator can't use Fear No Evil to gain benefit from Righteous or Composed's effect on its backside without discarding the Condition.
Link

Q. Unique Assets have no value, can they be used for Skids O'Toole's action ability?
A. Yes. Unique Assets do not have a value. They are Assets, however, and can be discarded by Skids' ability. In such a case, he would be able to gain an ***Item*** or ***Trinket*** Asset from the reserve with value equal to one plus no value (effectively value zero), a total of value one.
Link

Q. Can Wendy Adams choose to gain a Condition she already has and then trigger her passive ability? And what about if an effect impairs two skills? Does she have to choose one single Impairment token to avoid or does she negate all the Impairments from a single effect?
A. No, Wendy cannot choose to gain the same condition twice. Even though you know she could ignore the Condition with her ability, she is simply not able to make the decision due to the fact that she already has a copy of the Condition. Her ability can replace only one Condition or one Impairment each round.
Link

Q. If Wendy Adams gets an effect that impairs her highest skill and that skill has an Improvement token, does that mean her passive ability doesn't work because she's not technically receiving an Impairment token?
A. No, the intent is that Wendy's ability would still work just fine in this situation.
Link

Q. In combination with Marie Lambeau, are her passive ability and the effect of the Glass of Mortlan Artifact cumulative, so I could prevent the loss of 2 Sanity?
A. The effects are cumulative. However, to clarify, Marie's ability generates a replacement effect. In this case, the effect of losing or spending X Sanity is replaced with losing or spend X-1 Sanity. Her ability is not technically preventing the lose of Sanity as the Glass of Mortlan or an Instill Bravery Spell does.
Link

Ancient Ones & Mysteries

Q. Do effects that "advance the active Mystery" or "solve the active Mystery" affect the Final Mystery?

A. No. The Final Mystery is not a Mystery card nor is it considered the active Mystery. As such, effects that advance or solve the active Mystery do not affect the Final Mystery.

Q. If the third Mystery would be solved at the end of the Mythos Phase, but investigators lose the game during the Mythos Phase, is this the investigators winning and losing at the same time?

A. No. If investigators lose the game while resolving a Mythos card, the Mythos Phase has not yet ended, and the third Mystery is not yet solved.

An example of investigators winning the game and losing the game at the same time would be if the only remaining investigator is resolving a Combat Encounter against the Cthulhu Epic Monster, and his test result causes both the Cthulhu Epic Monster and the investigator to be defeated at the same time.

Q. Against Azathoth, what does the Eldritch token on the Omen track do?

A. When the Omen advances to the green space, Doom advances by one for each Eldritch token on that space. Note that Eldritch tokens placed on the green space of the Omen track do not replace that space of the track. This advancement of Doom is in addition to the advancement for each Gate on the game board with the green Omen icon.

Q. Against Yig, what happens when an investigator is defeated and Yig has awoken?

A. Unlike other Ancient Ones, when an investigator is defeated, that player is not eliminated. The player will selected a new investigator as if the Ancient One has not awoken.

Q. When playing against Syzygy, do investigators need to solve two Mysteries to win the game?

A. No. When the Syzygy Ancient One sheet is flipped, one Clue will be placed on the Ancient One sheet for each solved Mystery. However, the Sealing the Portal Special Encounters will also place Clues on the Ancient One sheet.

Solving the Mysteries is not required to attempt the Special Encounters or win the game. However, solving Mysteries greatly reduces the difficulty of the Final Mystery.

Q. If an investigator defeats a Cultist Monster as part of a Spawn of Abhoth Special Encounter during the Encounter Phase, can he resolve another encounter?

A. Yes. If an investigator defeats every Monster on his space during the Encounter Phase, he may resolve an additional encounter of his choice.

Q. When resolving a Spawn of Abhoth Special Encounter, can an investigator benefit from a bonus that applies during a Combat Encounter?

A. No. A Spawn of Abhoth Special Encounter is not a Combat Encounter. As such, bonuses that state "during a Combat Encounter" do not apply to tests resolved during the Special Encounter. (Note: This is in contradiction to an entry in the Frequently Asked Questions section of some printings of the *Under the Pyramids* expansion rulebook. This ruling takes precedence over other rulings.)

Q. When resolving Nephren-Ka's reckoning effect, if an investigator is already on The Bent Pyramid, does he lose Sanity?

A. Yes. The effect on the Nephren-Ka Ancient One sheet first allows each investigator to move one space toward The Bent Pyramid. Then each investigator that did not move loses 1 Sanity. Because an investigator on The Bent Pyramid cannot move closer to the space he occupies, he cannot move and will lose 1 Sanity.

Q. Does the Spawn of Hastur Epic Monster's ability prevent it from losing two or more Health during a Combat Encounter?

A. Yes. If any effect, including the effects of a Combat Encounter, would cause the Spawn of Hastur Epic Monster to lose two or more Health, it loses one Health instead.

*Q. If an investigator discards a **Relic** Unique Asset as a part of its flip effect, can he still place an Eldritch token on the Relics of the Ancient World Mystery?*

A. Yes. The Mystery gives the investigator the option to both place an Eldritch token on the Mystery and discard the ***Relic*** Unique Asset. The investigator may choose to resolve this effect even if he can resolve only part of the full effect.

Q&A from the Strange Remnants expansion.

Q. Abhoth's cultist effect says you draw and resolve a Spawn of Abhoth special encounter but there are also Deep Caverns cards in Abhoth's Special Encounters deck? Are these kept separate or do you shuffle the entire Special Encounters deck and just draw whatever you draw from it? When Abhoth awakes it says, "Then spawn all but 3 Cultist Monsters from this sheet, each on a Wilderness space that does not contain a Cultist Monster", when it says "from this sheet" is it referring to the pool of 8 Cultist Monsters that you set aside? Also, is the Wilderness space in question randomized or chosen by the Lead Investigator?

A. During setup, players should separate the card decks by unique back as instructed in the Rulebook. This includes separating the Special Encounters by unique back. This is true for any Ancient One. For Abhoth, this means the Spawn of Abhoth Special Encounters and Deep Caverns Special Encounter cards will be separated into two decks. When an effect on the Ancient One sheet refers to a Monster token "on this sheet" or "from this sheet" it is referring to the Monster tokens that are set aside. The Wilderness space is chosen by the Lead Investigator.

Link

Q. How many Mysteries are required to defeat the Ancient One once it awakens and if the third Mystery gets unsolved?

A. It depends on the Ancient One. See the table below.

Azathoth — N/A. If Azathoth awakens, the game ends.

Solving any additional Mysteries is not required.
- Cthulhu - Shudde M'ell - Syzygy – Yig.

The investigators will need to solve a third Mystery.
- Hastur – Nyarlathotep.

The investigators will need to solve a fourth Mystery.
- Abhoth - Antediluvium - Atlach-Nacha - Shub-Niggurath - Hypnos - Ithaqua - Nephren-Ka - Yog-Sothoth.

The investigators will need to solve a fifth Mystery.
- Rise of the Elder Things.

Link 1 - **Link 2**

Q. When exactly are players eliminated?

A. A player is eliminated only if he is defeated after the Ancient One has awoken. If he is eliminated, before the Ancient One has awoken, but Doom reaches zero before he picks a new investigator, the new investigator will still join the team. This is true even if the investigator being defeated is the cause of the last Doom. If multiple investigators are defeated from a single effect and the Doom advancement from their defeat causes the Ancient One to awaken, all of those players will be allowed to select new investigators at the end of that Mythos Phase.

Link 1 - **Link 2** - **Link 3**

Q. Do the previous Sanity tokens on the Antediluvium Ancient One sheet stay there when it is flipped?

A. Yes.

Link

Q. When resolving the effect on the Final Mystery against Yig, how do players decide where to spawn Cultist Monsters? And what happens if there are no Mystery tokens, Eldritch tokens, or Epic Monsters on the map?
A. Whenever there is a conflict or choice, the investigators make the decision as a group. Choose a space that matches the requirements. If no space matches the requirements (there are no Mystery tokens, Eldritch tokens or Epic Monsters on the game board) you cannot complete the effect, so you do not resolve it.
Link

Q. When a Mystery is solved, is a new Mystery revealed even if no additional Mysteries are required?
A. Yes. This technically happens even if no additional Mysteries are required. Syzygy is likely the only reason this would matter. However, the "The Portal Opens!" effect on the back of the sheet is resolved only once. Solving additional Mysteries after the sheet is flipped will not result in additional Clues being placed on the sheet. There are a few other effects in the Sealing the Portal Special Encounters that reference the number of solved Mysteries. It's unlikely that solving a Mystery is worth the minor benefit gained at that point though.
Link

Q. When a Mystery, such as Hunting the Thousand, has multiple ways to be advanced, how is the effect of "advance the active Mystery" resolved?
A. When an investigator advances this Mystery, he could do either of the two effects that apply. If he chooses to place a Monster on the Mystery, a random Monster will be drawn from the Monster cup. If he chooses to place a Clue on the Mystery, that Clue can be used by any investigator to later put a defeated Monster on the Mystery.
In most cases, it is likely that placing a Monster directly will be more effective, but there is the chance of drawing a Monster with low toughness. On the other hand, if another investigator is capable of defeating a Monster that has 4 or 5 toughness but does not have the Clues needed, getting the extra Clue could be more beneficial.
Link

Q. When the The Hubris of Man Mystery is in play, how is the effect of "advance the active Mystery" resolved?
A. Advancing this Mystery places a Clue on the Mystery card. Investigators can spend clues on the Mystery to solve the Mystery.
Link

Q. How should the amount of Clues for Syzygy's Final Mystery be calculated?
A. Start with half the , rounded up, then add two. This follows the standard mathematical order of operations—multiplication and division before addition and subtraction.
Link

Q. While the Hunting the Thousand Mystery is in play, if a Cultist Monster ambushes an investigator and is defeated can the Monster token be placed on the Mystery?
A. No, there is no Monster token available to be put on the Mystery. As such, the investigator cannot "place that Monster token on the Mystery".
Link

Q. When advancing the active Mystery while the Finding the Way Mystery is in play, can a Clue or Gate be placed in this Mystery if the active investigator does not possess the Key to Carcosa Artifact?
A. Yes. Advancing this Mystery allows the active investigator to place either a Clue (from the Clue pool) or a Gate (from the top of the Gate stack) onto the Mystery. This can be done even if the investigator does not have the Key to Carcosa Artifact.
Link

Q. Can you recover both Health and Sanity while resting, if you are Vincent Lee or Carolyn Fern or possess the Witch Doctor Asset or the King James Bible Asset while playing against Hypnos?
A. No. As part of a Rest action, an investigator chooses Health or Sanity. The investigator recovers only the chosen type including any effects that provide additional recovery. So Carolyn could recover 1 Health or 2 Sanity, but not 1 Health and 1 Sanity.
Link

Q. When the Arcane Understanding Mystery is in play, can I cast the Clairvoyance Spell to gain the remote Clue and then discard the newly acquired Clue and Clairvoyance Spell to earn the Eldritch Token?
A. No. Clairvoyance merely expands your encounter options, it doesn't actually have you do the encounter as part of the effect. In other words resolving the Clairvoyance Spell does not include what is basically a sub-encounter within the resolution of the spell. You finish casting the spell before taking that encounter. The trigger from Arcane Understanding would have come and gone before you pick up the Research Encounter card. On the other hand, Clairvoyance has a backside that can immediately give you a Clue and not just the one that merely spawns a new one. With that it would work since the Clue is gained as part of spell resolution.
Link

Possessions & Conditions

Q. Can an investigator choose to discard a possession he does not want?

A. No. An investigator cannot simply discard possessions he does not want. However, he can trade those possession to another investigator or discard them if an effect causes him to.

Q. How does the Blunderbuss Asset's effect work?

A. Similar to the Double-barreled Shotgun, an investigator with the Blunderbuss gets two successes for each 6 he rolls when resolving a test during a Combat Encounter. However, for each 1 he rolls during that test he negates one success. This means that when calculating his total successes, he subtracts one from the test result for each 1 he rolled to a minimum of zero successes.

Q. Can the Grotesque Statue Artifact prevent other investigators from losing Sanity?

A. No. The Grotesque Statue Artifact's second effect allows the investigator to spend one Clue to prevent himself from losing Sanity from a single effect. It does not allow him to prevent any other investigator from losing Sanity.

Q. Can the Agency Quarantine Asset or the Shrivelling Spell cause an Epic Monster to lose Health?

A. Yes. Effects that cause Monsters to lose Health, such as the Agency Quarantine Asset or the Shriveling Spell, can cause Epic Monsters to lose Health.

Q. Can an investigator have multiple copies of the same Unique Asset?

A. Yes. There is no limit to the number of Unique Assets an investigator can have.

Q. Can an investigator gain a random Unique Asset when told to gain a random Asset?

A. No. If an effect says, "gain 1 random Asset from the deck," the investigator gains the Asset from the Asset deck, not the Unique Asset deck. An investigator gains a Unique Asset only if the effect specifically calls for a Unique Asset.

Q. Can the effects on the front of a double-sided card be used while the card is facedown?

A. No. Only the currently showing face of a double-sided card is relevant. While a double-sided card is facedown, the effects of its front face are ignored and cannot be used. In the case of the Wooden Puppet, this means the investigator would not be able to use the reroll effect from the puppet's front. In some cases, effects from the card's front will be restated on the back of the card. For example, the "Harried" back for the Cursed Condition from the base game states "only 6's count as successes on your tests.
Link

*Q. Can investigators trade **Task** Assets?*

A. Yes. ***Task*** Assets, like other Assets, may be traded using the Trade action. If a ***Task*** Asset has one or more tokens on it, those tokens remain on the card when traded.

Q. What happens if an investigator gains a Courier Run Unique Asset and there are no Clues in the Clue pool that correspond to City spaces?

A. The investigator should discard the Clue on the nearest City space containing a Clue, placing that Clue faceup on his Courier Run Unique Asset.

Q. Does an effect that gives a bonus to when resolving Spell effects apply to the test on the front of the Spell card?

A. Yes. All text on the Spell card, both front and back, is that Spell's effect. As such, when resolving the test on the front of the Spell, the investigator adds one bonus to his .

Q. If an investigator fails to cast the Wither Spell, can he still use a different Spell or Asset to gain a bonus to his test during a Combat Encounter?

A. Yes. Choosing to resolve the Wither Spell does not prohibit the investigator from using other effects to modify his test.

Q. Can an investigator cast the Mists of Releh Spell if there are no Monsters on his space?

A. Yes. The Mists of Releh Spell does not require an investigator to be on a space containing a Monster. However, that investigator will still suffer any consequences of resolving the Spell's effects.

Q. Can an investigator use the Mists of Releh Spell to encounter some of the Monsters on his space but not all of them?

A. No. If an investigator passes the test of the Mists of Releh Spell, he chooses an encounter as if there are no Monsters on his space or encounters all Monsters on his space as normal.

Q. Can the Clairvoyance Spell allows an investigator to ignore Monsters on his space?

A. No. The Clairvoyance Spell's effect allows an investigator to choose to encounter a Clue on another space. The investigator is considered to be on that space for all effects during that encounter.

Q. While casting a Blessing of Isis or Plumb the Void Spell, when is the investigator chosen?

A. When resolving the effects of a Blessing of Isis Spell or a Plumb the Void Spell, you choose an investigator before resolving the test. This choice is made regardless of the success or failure of the test.

Q. Can an investigator benefit from both the Storm of Spirits Spell and a Weapon Asset?

A. No. The Storm of Spirits Spell allows an investigator to resolve a test in place of the test during a Combat Encounter. If he does, bonuses to his do not apply to the test. However, bonuses to the investigator's apply to the test.

Q. If an investigator gains a Condition during a Rest action, can he resolve a "when you perform a Rest action" effect of that Condition?

A. No. All effects that trigger "when you perform a Rest action" trigger at the same time as the investigator performs that action. Any Conditions he gains thereafter will not trigger until the next time he performs a Rest action.

Q. Can an investigator with a Lost in Time and Space Condition be moved by another investigator using the Plumb the Void Spell?

A. No. If an effect states that an investigator cannot move, such as a Lost in Time and Space Condition or a Detained Condition, that investigator cannot move on his own nor can he be moved by any effect.

Q. When can an investigator discard a Debt Condition with a Funding Condition?

A. If an investigator would gain a Debt Condition and he already has a Funding Condition, he may discard the Funding Condition instead of gaining the Debt Condition.

If an investigator has both a Debt Condition and a Funding Condition, he may discard both cards at any time so long as the effect of neither Condition is currently being resolved.

For instance, a Mythos card instructs investigators to resolve ☙ effects; an investigator may choose to discard both Conditions before resolving the ☙ effect of either Condition, but he cannot begin resolving his Debt Condition, decide he doesn't like what he sees, and then discard both Conditions before finishing the effect.

Q. Does an investigator recover additional Health and Sanity from effects, such as the Healing Words Spell or Provisions Unique Asset, if he has a Condition that restricts him from recovering Health or Sanity during a Rest action?

A. No. An investigator with a Condition that restricts him from recovering Health or Sanity, such as Poisoned or Hypothermia, cannot recover Health or Sanity from a Rest action including additional Health and Sanity from other effects during a Rest action.

However, effects that cause an investigator to recover Health or Sanity without performing a Rest action, such as the Private Care Asset, affect that investigator as normal.

Q. When an investigator moves to another space using the Kopesh of the Abyss Artifact's effect, does that investigator encounter the Monsters on his new space?

A. No. The investigator will encounter each Monster on his space. Then, if he defeats all Monsters on his space, he may move to the nearest space containing a Monster. He will not encounter the Monsters on his new space nor will he resolve an additional encounter. If he remains on that space until the next Encounter Phase, he will then encounter each Monster on that space as normal.

Q. Can the Crystal of the Elder Things Artifact negate Health loss that cannot be prevented?

A. Yes. An investigator with the Crystal of the Elder Things Artifact cannot lose Health or Sanity from Mythos card text effects even if that Health or Sanity loss cannot be prevented. The Crystal does not create a prevention effect that "prevents" the loss of Health or Sanity if it would occur. Instead, it prohibits Mythos card text effects from causing the investigator to lose Health or Sanity.

Q. If an investigator with a Know Thy Enemy Unique Asset gains more than one Clue during a Research Encounter, can he place multiple Eldritch tokens on his task?

A. Yes. An investigator places one Eldritch token on a Know Thy Enemy Unique Asset for each Clue he gains as part of a Research Encounter.

However, Clues gained from other effects, such as Mandy Thompson's passive ability, are not gained as part of the Research Encounter and do not allow the investigator to place an Eldritch token on the Know Thy Enemy Unique Asset.

Q. What happens if an investigator gains a Treasure Map Unique Asset and there are no Clues in the Clue pool?

A. The investigator should discard the Clue on the nearest space containing a Clue, placing that Clue faceup on his Treasure Map Unique Asset.

Q. Are the Eldritch tokens gained from a Corruption Condition discarded when I discard the Condition?

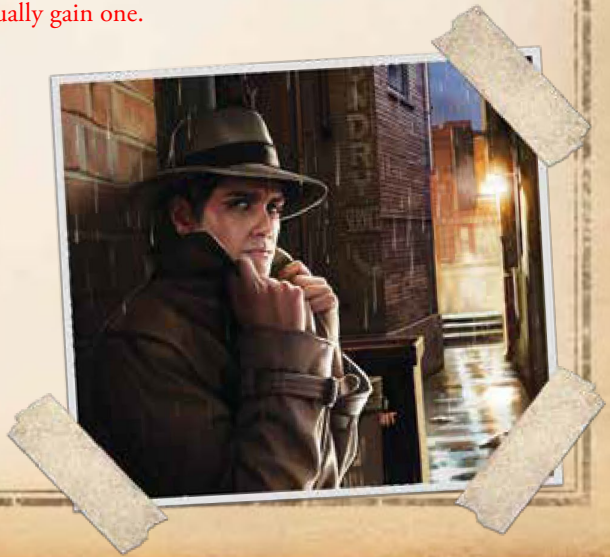
A. No. The Corruption Condition (and some other effects) cause you to gain Eldritch tokens which are placed on your Investigator sheet. Eldritch tokens you have gained are not discarded unless an effect specifically allows you to spend or discard them.

Q&A from the Mask of Nyarlathotep expansion.

Q. Can an investigator choose to gain a (Poisoned) Condition if none are available?

A. If you run into component limitations, an investigator can still choose to gain the (Poisoned) Condition but obviously, he cannot actually gain one.

Link



Q. What happens if an investigator gains either The Treasure Map or Courier Run cards and draws a Clue to a Devastated space?
A. You won't be able to benefit from Courier Run or a Treasure Map with a Clue that corresponds to a devastated space because you won't be able to resolve a location encounter or an Expedition Encounter on that space. When you gain a new Courier Run, it states to place a Clue on it that corresponds to a City space. Since devastated spaces are not City spaces, a Clue that corresponds to a devastated space won't be placed on the task. Treasure Map does not have this restriction and a Clue corresponding to a devastated space could be placed on a Treasure Map. Both tasks are mostly useless at that point. However, they are not discarded automatically. Other game effects might still care if you have them or not.
Link

Q. When I search the discard pile, which direction do I search?
A. The investigator will search the discard pile bottom to top. That is, starting with cards that were discarded earliest and ending with the cards discarded most recently.
Link

Q. Are Focus tokens lost when an investigator is defeated?
A. Yes. Focus is not a possession. As such, it is not tradable as possessions are. Similarly to Improvement tokens and Conditions.
Link

*Q. If an effect says "gain 1 random **Ally** Asset from the deck," but there are no **Ally** Assets in the deck or discard pile, can my investigator gain one from the reserve?*
A. No. When an effect instructs an investigator to search a deck, he also searches the discard pile if the card cannot be found in the deck. If a card that matches the search criteria is not found in the deck or discard pile, the search is finished without finding a card. If looking for a named card, that card is taken from the reserve to prevent unneeded searching and shuffling.
Link

Q. Does the Blunderbuss Asset require you to use only the +2 bonus in order to use its roll effect?
A. The bonus and the other effect are tied to an option on the investigator's part. The investigator may choose to both gain the bonus and the other effects (6's are two success and 1's negates successes). Even if the investigator applies a higher bonus from another effect, the 6's and 1's will still be affected. The choice to use the effects of the Blunderbuss Asset must be made before dice are rolled.
Link

Q. Can the Charter Flight Asset be used to pass over Cthulhu's Eldritch tokens?
A. No.
Link

Q. How does the Handcuffs Asset work against Monsters without a test or that use another skill instead?
A. The Handcuffs Asset cannot be used during a Combat Encounter which does not have a test or another skill test in place of the test. For example, the Handcuffs Asset cannot be used while encountering the Colour out of Space Monster or the Ghost Monster which do not have a test. The Handcuffs can be used to defeat a Monster that has another skill test, such as a Cultist of Nephren-ka which has a test in place of its test.
Link

Q. Can we use the Turning the Tide Unique Asset even though the Ancient One did not awaken at the same round we wish to use this card?
A. The task has two unique things it is looking for: "Has Doom advanced this round?" "Has the Ancient One awoken?" These two requirements are separate from one another; the "this round" on the first does not affect the second requirement. If either of the above requirements are met, the investigator may spend Clues equal to half the to flip the card. Please note that if the task is flipped after the Ancient One has awoken, some of the effects on its back might not have any affect. For example, Doom cannot be retreated after the Ancient One has awoken.
Link

Q. Can an investigator trigger an effect on the back of a Task Unique Asset if there are more tokens on the card than required for a listed effect?
A. Yes. Such effects are intended to function as "equal to or greater." We are simply trying to save text space where possible.
Link

Q. If an investigator has Asenath Waite Unique Asset, can he discard the Gate right after it appears before a Monster is spawned due to the Gate?
A. No. After the Gate has spawned, including spawning a Monster and resolving its "When this Monster is spawned" effect if it has one, an investigator with the Asenath Waite Unique Asset may discard 2 Spells to discard the spawned Gate and all Monsters on that space.
Link

Q. If an investigator has Esteban Herrero Unique Asset, can he trade with another investigator who has just moved into his space, before he uses a ticket to move away?
A. No, but effects with the timing restriction of "during the Action Phase" are also restricted to when the investigator in possession of the card is taking their actions. This includes effects like Esteban as well as moving along Local paths (the path that connects Antarctica and Miskatonic Outpost. These effects can be used during other actions though. On your action, you could move to another investigators space, use Esteban's ability, then continue your Travel action by spending travel tickets.
Link

Q. If the back side of a Spell makes me discard the card can an investigator still place an Eldritch token on Sealing the Old Ones Unique Asset?
A. No. Flipping a ***Ritual*** or ***Incantation*** Spell and resolving the effects on its back is part of that Spell's effect. The entire Spell effect, including the back of the card, must be resolved before the effect of the Sealing the Old Ones Unique Asset is resolved. If the Spell effect causes you to discard the Spell, you will not be able to place an Eldritch token on the task.
Link

Q. When a Mystery such as Voice of Azathoth is in play, does an investigator gaining an Artifact from a defeated investigator allow them to gain the Massa di Requiem per Shuggay Artifact instead?
A. Yes. When an investigator gains a defeated investigator's possessions, he is gaining them. As this is the only requirement for the Mystery's replacement effect, he may gain the Massa instead. In such a case, the Artifact the defeated investigator had is discarded.
Link

Q. Can the Flute of the Outer Gods Artifact's ability be used to defeat an Epic Monster?
A. No, it cannot defeat an Epic Monster, but it will defeat all non-Epic Monsters on the space.
Link

Q. Can the Glass of Mortlan Artifact prevent Sanity loss to other investigators?
A. No, it only prevents the investigator who has the Artifact from losing Sanity.
Link

Q. When the Grotesque Statue Artifact is gained from a Research Encounter are the 5 Clues considered gained from that Research Encounter or from the Artifact?
A. Clues are gained from the Artifact not from the Research Encounter that grants the Artifact. This means (for example) those Clues cannot be spent for the The Stars Are Right! Mystery.
Link

Q. If a Monster is defeated by the back of the Binding Spell, was the Monster defeated "during a combat encounter"? Can an investigator gain an Artifact by defeating a Mi-go Monster with this Spell?
A. During the Combat Encounter" actually means "as part of an effect of the Combat Encounter." As such, the Artifact from the Mi-go is gained only if the test in the Combat Encounter causes the monster to lose Health and be defeated. If another effect defeats the Mi-go while the Combat Encounter is in progress, that will not result in any investigator gaining an Artifact.
Link

Q. If I have The Silver Key Artifact and I solved a Research Encounter to obtain a Clue which can be put on a Mystery card to solve the active Mystery, does this Artifact grants any advantage?
A. No. You must spend the gained Clue and that Clue must be placed on the Mystery. Using a replacement effect to spend fewer Clues or spend something else instead of that Clue will result in nothing being placed on the Mystery.
Link

Q. What does "resolving a Spell effect" mean?
A. All effects that appear on a Spell card (front or back) are Spell effects. Resolving an effect means reading the text and doing what it says, whether on the front or back, whether actively choosing to (***Incantation*** Spells or ***Ritual*** Spells) or being made to by (***Glamour*** Spells).
Link 1 - Link 2

Q. While casting a Astral Travel Spell, can an investigator use the "additional space" at any time during his Travel action?
A. No, triggered effects are resolved after the triggering event has been resolved. The investigator performs the Travel action: he moves one space and then may spend tickets to move additional spaces. All of that is part of performing the Travel action. After the action has been performed, the investigator will resolve the triggered effect of his Astral Travel Spell.
Link

Q. How does the Clairvoyance Spell's effect work?
A. It can be cast at any time during the Encounter Phase, before or after resolving encounters. However, the Clairvoyance Spell does not immediately grant the investigator an encounter; it grants that investigator an additional encounter option, the option to encounter a Clue on another space. Just like location encounters and "as an encounter" effects, all Monsters must be removed from the space before the investigator is allowed to choose that encounter.
Link

Q. While the Plea to the Court of Azathoth Mystery is in play and I cast the Clairvoyance Spell, is the nearest Wilderness space relative to my investigator or to where the Clue was?
A. The effect is referring to the space nearest the investigator, not nearest the Clue.
Link

Q. How does the Mist of Releh Spell's effect work?
A. Mists of Releh can be cast while or even after resolving a Combat Encounter in the Encounter Phase, but the Spell would have no effect that influence the subsequent encounters if there are any. This is due to Mists of Releh's effect only gives the investigator an option in the Encounter Phase, and the timing of that option has passed already at the time of casting.

Mists of Releh can't be used to have another encounter if an investigator failed to defeat all Monsters on his space after all his Combat Encounters have finished.
Link 1 - Link 2

Q. How does the Storm of Spirits Spell and bonuses interact with Magical Resistance and Physical Resistance?
A. If the investigator uses the Storm of Spirits Spell to test in place of , his bonuses to no longer apply, but his bonuses to will. These bonuses may be negated by Resistance following the same rules. If the component granting the bonus is a Spell or has the ***Magical*** trait, it is negated by Magical Resistance. If it is not a Spell and does not have the ***Magical*** trait, it is negated by Physical Resistance.
Link

*Q. If an investigator gains a **Boon** Condition but the first card drawn is a Blessed Condition and he already has a Blessed Condition, what does he do?*
A. When an investigator gains a Condition with a specified trait, he searches the Condition deck for a Condition that has the specified trait that he does not already have. If he has a Blessed Condition and is looking for a ***Boon*** Condition, he would not be able to flip his Blessed. He would continue to search for a ***Boon*** he does not already have. Otherwise, it means you get nothing, since you already have all the Boons possible.
Link

Q. Does the Detained Condition prevent other encounters?
A. No. The effect means "During the Encounter Phase, flip this card instead of resolving an encounter." It replaces the normal choice of an encounter with flipping the card. Any other effects that would cause the investigator to resolve an encounter will still function as normal. This means the Hound of Tindalos Monster will be encounte red as normal. Likewise, if the investigator was ambushed by a Monster, that Combat Encounter would be resolved as normal.
Link

*Q. How does the back of the Blight Condition work? Can I choose to discard 1 **Ally** Asset if I currently have no allies?*
A. The back of each Blight Condition instructs the investigator to pick one of two options. The investigator is allowed to read both options entirely before choosing which to resolve. Upon choosing an option, he resolves as much of that effect as possible. No part of either effect is a payment of any kind. As such, there is no restriction to which effect the investigator chooses and no cost associated with being able to flip or discard the Condition. The effects are simply resolved as printed on the card and, for example, the investigator is free to choose an effect even if he doesn't have any allies left to discard.
Link 1 - Link 2

*Q. Can an investigator randomly draw an **Exposure** Condition?*
A. Even when playing with only the base game and the Mountains of Madness expansion, the chances of flipping a Hypothermia are very small unless specifically playing against Ithaqua or exploring the Antarctica sideboard. The Condition's front side is in most cases more harmful than its back side. The Condition is not expected to flip often in either case.

There are no effects which cause an investigator to gain an ***Exposure*** Condition. The only reason for such an effect to exist in the design would be if there were another ***Exposure*** Condition and both could be obtained randomly. Off the top of my head, Heat Stroke could be a new ***Exposure*** Condition, but there isn't a thematic situation where we would want Hypothermia and Heat Stroke to both be possible. For that reason, if a new ***Exposure*** Condition were added, it is unlikely that any effect gives an investigator a random ***Exposure*** Condition.
Link

Q. If an investigator becomes Lost in Time and Space while Delayed, does he remain Delayed?
A. During the Action Phase, an investigator who is Delayed will right his Investigator token and no longer be Delayed. This is true even if the investigator cannot perform actions, such as while he has a Detained or Lost in Time and Space Condition. In other words, they are independent of each other. The investigator keeps the Delayed when he gets the Lost in Time and Space Condition, and if he were to be brought back immediately by some other means before the next Action Phase, he would still be Delayed.
Link

Q. How does Relentless Condition work with the Patrolling the Streets Asset?
A. If you use Relentless, the Monster's toughness will be reduced to two. If it is defeated during that Combat Encounter, it will have two toughness at the time it is defeated and will not trigger Patrolling the Streets.
Link

Q. Does a discarded Poisoned Condition still prevent recovering Health or Sanity during a Rest action?
A. Yes. The investigator will not recover any Health or Sanity as part of the Rest action or from effects triggered by the Rest action. The effect "you cannot recover Health nor Sanity" persists until all effects triggered by the Rest action have been fully resolved. This is true even if the investigator discards the Poisoned Condition before resolving an effect that causes him to recover additional Health or Sanity. This is also true of any other Condition or effect that restricts the recovery of Health or Sanity.
Link

Q. One of the Azathoth Research Encounter instructs you to gain an Artifact and test 👁 to decipher it. If you pass the test you gain a Clue, but what happens if you cannot gain the Artifact because another player already owns it.
A. The effect of gaining the Artifact and testing to gain a Clue are mechanically separate. This means, even if you could not gain the Artifact for whatever reason, you can still perform the test and receive its benefits or consequences.
Link

Q. Do possessions gained when resolving simultaneous effects affect subsequent effects? For example, when I perform a Rest action and I gain an Asset, can I use that Asset while still resolving others Rest actions?
A. The investigator resolves each effect triggered by the Rest action in the order of his choice. If one such effect causes him to gain an Asset, that Asset's passive effects can apply to any effects resolved afterward.
Link

Q. When casting the Banishment Spell, do we only look at the nearest space with a Gate and then look for a qualifying Monster? Or do we search for the nearest space with a Gate which already has a qualifying Monster? For example, the investigator is on Arkham with Gates on London and Istanbul. London has a Monster with 2 toughness. Istanbul has a Monster with 1 toughness. The investigator rolls only 1 success. What happens?
A. You first look at the nearest space with a Gate and then look for a qualifying Monster. In that example Banishment would not be able to be used against the Monster in Istanbul.
Link

Actions & Delayed

Q. Can an investigator's "additional" action be used to perform an action he has already performed in that round?

A. No. An investigator may perform an action only once each round, even if he is able to perform an additional action, such as from the Ruby of R'lyeh Artifact or Charlie Kane's action ability.

Q. Can an investigator be Delayed more than once? If an investigator is Delayed, can he choose to become Delayed to pay for an effect?
A. No. Becoming Delayed while already Delayed has no effect. An investigator cannot choose to become Delayed to pay for an effect if he is already Delayed. For example, if you are Delayed and an effect instructs you to lose three Health unless you become Delayed, then you must lose three Health.
Link

Q. What happens if an investigator becomes Delayed during his action?

A. If an investigator becomes Delayed during the Action Phase, he immediately ends his current action, loses any remaining actions, and ends his turn instead. If the investigator has no actions remaining to lose, he will not become Delayed, and he will be able to perform actions in the next round.

Q. If the Lead Investigator or investigators as a group choose an investigator to become Delayed, can that investigator negate that effect with the Pocket Watch Asset?

A. Yes. The Pocket Watch Asset or Mark Harrigan's passive ability prevents the investigator from becoming Delayed unless he chooses to become Delayed to pay for an effect. In this case, there is a choice involved, but that choice does not pay for an effect. This remains true regardless of that investigator's role in the decision making process and even if the Lead Investigator is Mark Harrigan or the investigator with the Pocket Watch Asset and he chooses himself.

Q. Can an investigator resolve effects with a "during the Action Phase" restriction if she is Delayed?

A. No. Effects that state "during the Action Phase" can be resolved before or after performing an action. An investigator who begins the Action Phase Delayed, rights her Investigator token but does not perform any actions. As such, she does not have an opportunity to resolve effects that state "during the Action Phase."

Q. Does the Trade action cause an investigator to "gain" the possessions given to her?

A. No. As part of the Trade action, both investigators may give any number of their possessions to one another. However, none of the exchanged possessions were gained as part of the action.

Q. Can an investigator use a component action multiple times if he has access to multiple copies of the same component?

A. Yes. An investigator may use each component action he has access to up to once per round.

For example, an investigator could perform the component local action of a Detained Condition of another investigator on his space as his first action; then perform the same component local action of a third investigator's Detained Condition as his second action.

Similarly, if an investigator has two copies of the Dog Sled Unique Asset, he could use the component action of both of those Unique Assets during the same round.

Q. When can effects with the timing restriction of "during the Action Phase" be used?

A. Effects with the timing restriction of "during the Action Phase" are also restricted to when you are taking your actions. This includes effects like Esteban Herrero as well as moving along Local paths. However, these effects can be used during other actions. On your action, you could move to another investigator space, use Esteban's ability, then continue your Travel action by spending travel tickets.

Link

Q. If the active investigator becomes Delayed during the Action Phase, can he still, after he loses all remaining actions, use his Voice of Ra Spell to perform an additional action?

A. No, that investigator would not be able to use his own effects to perform an additional action as his opportunity for using those effects has already passed. If some other effect (Charlie Kane's action ability for instance) allowed the investigator to perform an additional action later during the same Action Phase, he is allowed to perform that action as normal, including using effects with "during the Action Phase" timing restrictions. In other words, if the investigator is given additional actions by some other effect after being Delayed, he may perform those actions as normal and he may also perform the Local path movement before, after or during that action.

Link 1 - Link 2

Q. While the Supplying the North Mystery is in play, can investigators buy more than one Provisions Unique Asset per turn?

A. No. When an investigator performs an Acquire Assets action, the Mystery's effect will be triggered exactly once. That effect will allow that investigator to spend exactly two successes to gain exactly one Provisions Unique Asset. Even if the investigator has additional successes he wishes to spend, the effect does not allow him to.

Link

Q. Can a Delayed investigator who gains the Charter Flight Asset, from Charlie Kane for example, move up to two spaces?

A. Yes. Being delayed only prevents an investigator from performing actions. Any other effects are allowed, even if they mimic the effects of actions. Being given a Charter Flight Asset would allow the Delayed investigator to move as instructed.

Link

Encounters & Combat

Q. Can an investigator resolve an "as an encounter" effect if there is a Monster on his space?

A. No. Effects that say "as an encounter" are treated just like any other encounter option available. The investigator must encounter all Monsters on his space. Then, if there are no Monsters on his space, he may resolve that effect as his additional encounter.

If an effect says "instead of resolving an encounter," such as the Detained Condition, this can be resolved even on a space containing a Monster.

Q. Why do some Research Encounters not give the investigator the Clue?

A. Some Research Encounters do not allow the investigator to "gain this Clue." However, these encounters often feature other beneficial effects for the investigator, such as gaining an Artifact or retreating Doom.

Q. Can an investigator use multiple weapons during combat?

A. An investigator can apply only a single bonus to a test. However, he may use any other effects from his other possessions. For example, if an investigator has a Bull Whip Asset and a .45 Automatic Asset, he may apply the +3 bonus from the .45 to his 👊 instead of the +1 bonus from the whip, and he may reroll one die by using the whip's other effect.

Q. What effects are negated by Physical Resistance and Magical Resistance?

A. When resolving a Combat Encounter against a Monster with Physical Resistance or Magical Resistance, an investigator cannot apply bonuses to his dice pool as described in the *Mountains of Madness* rulesheet.

Bonuses are effects on cards or other components that grant extra dice when testing a skill. Bonuses are always written with the following format: "Gain +X Skill" where X is the number of dice and Skill is the affected skill. For example, the .38 Revolver Asset says, "Gain +2 👊 …"

Any other effects that allow rerolls (such as the Lucky Rabbit's Foot Asset), dice manipulation (such as the Lucky Cigarette Case Asset), or "additional dice" (such as Jim Culver's and Agnes Baker's passive abilities) still apply.

Q. Does Physical Resistance or Magical Resistance restrict an investigator from using the Storm of Spirits Spell, Shriveling Spell, or Banishment Spell?

A. No. The Storm of Spirits Spell allows an investigator to test in place of during Combat Encounters. This is not a bonus, and as such, it is unaffected by Magical Resistance or Physical Resistance. Similarly, the Shriveling Spell and Banishment Spell do not apply a bonus during a Combat Encounter, so they are unaffected by Magical Resistance or Physical Resistance.

Q. The Strange Remnants and Masks of Nyarlathotep expansions both come with Mystic Ruins Encounter Cards. Do you combine the Mystic Ruins cards if you have both expansions?

A. Yes. Regardless of expansion, they are the same card type and get shuffled into the same deck.

Link

Q. Is it legal to read ahead the full contents of an Encounter card?

A. Yes. There is no rule that prevents a player from reading ahead during an encounter. However, many players enjoy the suspense that comes with not knowing the outcome ahead of time. In many cases, the narrative that precedes the choice should give some hint at what is to come. Similarly, a player could read beyond a skill test to the consequences of the test, but some players prefer not to.

Link

Q. If a single effect causes every investigator to resolve a Combat Encounter, do the investigators defeated during these encounters count as defeated by a single effect (the one that provoked the combats)?

A. No. For example, the A Dark Power Mythos card could cause this to happen ("Each Monster recovers all Health. Then each investigator immediately encounters each Monster on his space in the order of his choice"). While it's true the initial effect has led to a series of events that was the cause of the multiple investigators being defeated, each investigator was defeated due to the effects of the individual combat encounter(s) they resolved. An effect that instructs multiple investigators to do something will be resolved starting with the Lead Investigator and proceed clockwise one investigator at a time (and one combat encounter at a time if instructed to encounter multiple monsters). Since the combat encounters are resolved one at a time, each investigator up to and including the one whose defeat caused the Ancient One to awaken will not be eliminated. But each investigator defeated after that point will be eliminated.

Link

Q. There is a Tokyo Encounter where you move a Monster to your space and immediately encounter it. May I draw and resolve a second encounter if I defeat the Monster?

A. No. During each Encounter Phase, each investigator will be able to resolve a single non-combat encounter. In that example the investigator has resolved an encounter on Tokyo which has caused him to resolve an additional Combat Encounter. However, even if he defeats the Monster in that Combat Encounter, he will not be able to resolve a second non-combat encounter for the round.

Link

Q. What effects are considered "during a Combat Encounter" or "when resolving a Combat Encounter"? Does Jim Culver's passive ability work on the test to cast spells such as Wither Spell and Flesh Ward Spell?

A. With Jim's passive ability "during Combat Encounters" refers specifically to the effects of the Combat Encounter directly. That is, investigators roll one additional die when resolving the and tests (or other skill tests) printed on the Monster token. Any effects not printed on the Monster token being encountered are not part of the Combat Encounter. For example, the Wither Spell's effect is triggered "during a Combat Encounter," but it is not part of the Combat Encounter's effect.

Link

Q. What happens if an encounter instructs me to "Spawn a Monster on your space and immediately encounter it" and the Monster, such as the Elder Thing Monster, moves to a different space when spawned?

A. You spawn the Monster on the active investigator's space and then resolve the Monster's Spawn effect (e.g. moving it to another space). Next you encounter the Monster even though it could be in another space already. After the Combat Encounter, if the Monster has not been defeated and there are no other effect that move it elsewhere, it stays in its current space.

Link

Mythos, Gates & Monsters

Q. If a Mythos card's effect causes another Mythos card to be resolved, should that Mythos card's icons be resolved as well?

A. Yes. When resolving a Mythos card, all elements of the card must be resolved if possible. If a Mythos card's effect is to resolve an additional Mythos card, all elements of that additional card must also be resolved.

Q. Is closing a Gate and discarding it the same thing?

A. No. Although closing a Gate does cause it to be discarded, discarding a Gate is not considered closing it. For example, if an effect would discard a Gate while the Mysterious Lights Mythos card is in play, that effect is still resolved, discarding the Gate, even though "Gates cannot be closed."

Q. When is a Monster's spawn effect resolved?

A. When a Monster is spawned, it's "When this Monster is spawned" effect is resolved immediately as part of the effect that spawned it.

Q. If a Monster's or Epic Monster's toughness is reduced to zero, is that Monster defeated?

A. Yes. A Monster or Epic Monster is defeated if it has lost Health equal to or greater than its toughness. If a Monster's toughness is reduced to zero, it is defeated. Even if it has not lost any Health, zero lost Health is equal to zero toughness.

Q. What happens if an effect would cause the Omen to advance to the red space while it is already on that space?

A. "Advance the Omen to the red space of the Omen track" means to advance the Omen until it is on the red space. If the Omen starts on the red space, it will advance four times in total and return to the red space of the Omen track.

If Syzygy is the Ancient One, this will trigger its "When the Omen advances to the red space of the Omen track" effect.

Q. What happens to Gates in the Gate stack after they are revealed?

A. Revealed Gates remain where they are in the Gate stack unless the effect that causes the Gates to be revealed states otherwise. The Gate stack is not randomized nor are the Gates discarded or otherwise moved in the Gate stack.

After a Gate in the Gate stack has been revealed, it remains revealed until it is removed from the Gate stack or the Gate stack is randomized.

Q. How do you choose which Dream Portal goes with each of the three revealed locations?

A. When an effect instructs you to spawn multiple Dream Portals, you spawn them one at a time in the order of your choice. However, unless you already know something about the order of the Gate stack, your chosen order is completely arbitrary. Say you choose to spawn the Moon portal first. You reveal Gates from the top of the Gate stack until you have revealed one that doesn't correspond to a space on the Dreamlands sideboard and doesn't already contain a Dream Portal. You place the portal on the corresponding space. Unless you already knew something about the order of the Gate stack, you had no control over which space the portal was placed on.

When spawning multiple portals, you will spawn them one at a time. Rather than revealing three Gates from the stack and then choosing which portal goes to which of those spaces, you choose an order for the portals first, then spawn them one-by-one in that order.

Link

Q. What happens if the gates at the top of the stack are already revealed?

A. If a Gate, Rome for instance, is already revealed and is the top most Gate in the stack that doesn't already have a Dream Portal, place the portal on Rome. The effect states to reveal Gates from the top of the Gate stack. Always start from the top. "Reveal" in this case, means "if the information is not known, make it known to all players."

Link

Q. Can there be multiple Gates on a space?

A. Yes. There is no rule that prevents multiple Gates from spawning on the same space. It's rare, but possible. An investigator would choose one of the Gates to encounter. There are simply more options for him to choose from.

Link

Q. When activating the Shub-Niggurath's Cultists effect, do you choose to spawn a Dark Young or a Goat Spawn, or is it random?

A. Any effect that gives two options separated by "or" is the active investigator's choice. So while resolving ↺ effects, the Lead Investigator will decide which Monster will be spawned by the Cultist.

Link

Q. When an effect instructs players to resolve the reckoning effect twice how is that handled with a Zombie monster and Shub-Niggurath's Cultists?

A. The effect will resolve all ↺ effects, then it will resolve all ↺ effects again. This means each of Shub-Niggurath's Cultists will transform into either a Dark Young or a Goat Spawn. Then in the second ↺ sweep, the newly spawned Dark Young will be triggered. Similarly, a Zombie will become a Zombie Horde, then that horde will potentially advance Doom.

Link

Q. Can an investigator with Randolph Carter reveal a gate that has already been revealed?

A. Yes. Revealing a Gate that has previously been revealed has no additional effect. That information is already known to the players. This won't stop other effects from manipulating those Gates. Randolph Carter will be able to put that Gate on the bottom of the Gate stack if desired (and since that Gate has been revealed and you know where it is, it remains revealed on the bottom of the Gate stack).

Link

Q. If you draw a Cultist while playing with Atlach-Nacha, it has to be moved to another space because there's always at least one monster on the space it has been spawned: the Cultist itself... is this correct?

A. Yes. When the Cultist spawns, it will move away to another space that doesn't contain a Gate or a Monster.

Link

Q. How do Combat Encounters against a Cultist Monster on the Rise of the Elder Things Ancient One sheet work?
A. If an investigator passes the test, he defeats the Cultist without resolving the test and gains 1 random ***Ally*** Asset from the deck.
Link

Q. What is the difference between moving and advancing the Omen?
A. Moving the Omen is simply moving the Omen token. Moving the Omen will not result in Doom advancing due to matching Gates. The "without advancing Doom" is there as a secondary reminder. Advancing the Omen means moving it clockwise, one step at a time, and advancing Doom by 1 for each Gate that corresponds to the current Omen (for each step). Moving the Omen is simply moving the Omen token. Moving the Omen will not result in Doom advancing due to matching Gates. The "without advancing Doom" is there as a secondary reminder. Advancing the Omen means moving it clockwise, one step at a time, and advancing Doom by 1 for each Gate that corresponds to the current Omen (for each step).
Link

Q. Moving the Omen to the red space of the Omen track will trigger Syzygy's effect?
A. No. The effect triggers only when the Omen advances, no when it moves.
Link

Q. If Doom advances four spaces at a time, does this count as just one instance of advancing Doom, or multiple?
A. Doom advances one space at a time until the effect is completely resolved. Then Doom continues to advance the remaining three, one space at a time.
Link

Q. Can an investigator damage the Haunter of the Dark Epic Monster without the Shining Trapezohedron Artifact?
A. Yes, any effect that could cause the Haunter of the Dark Epic Monster to lose Health directly can affect it. The Artifact is required only if an investigator wishes to resolve a Combat Encounter against the Epic Monster.
Link

Q. Is "discarding" and "defeating" a Monster the same thing?
A. No. Although defeating a Monster causes it to be discarded, discarding a Monster will not trigger any effect that checks if a Monster is defeated.
Link

Q. If Quachil Uttaus Epic Monster is defeated by the test does the investigator need to roll for devour?
A. If the investigator or Epic Monster is defeated by the test, the Monster's ability won't resolve.
Link

Q. How many Cultists Monsters are set aside if you have more than you need? For example, Yig sets aside 6 Cultist Monsters during setup, but when playing with multiple expansions we have more tokens than are called to be set aside.
A. When using Yig as the Ancient One, set aside 6 Cultist Monsters, no more, no less. Any extra Cultists will remain in the Monster cup. If a Cultist is removed from the game board, set it aside unless there are already 6 set aside, in which case, it is returned to the cup.
Link

Q. If an investigator defeats a Byakhee Monster during a Combat Encounter can he immediately lose 1 Sanity to move 3 spaces and avoid any other Monsters on his space?
A. No. The movement granted by the Byakhee's effect replaces the additional encounter the investigator would receive if all Monsters on his space are defeated or discarded. As such, the movement does not occur until after resolving each of the Combat Encounters for that space. Then the investigator may resolve an additional encounter or he may spend 1 Sanity to move 3 spaces. If the investigator moves to a space containing other Monsters, he will not encounter those Monsters during the same Encounter Phase.
Link

Q. When the Gug Monster is defeated, it says "you do not resolve an additional encounter". What is meant by "additional encounter" in this case?
A. Basically, if an investigator encounters the Gug during the Encounter Phase, whether he defeats it or not, he will not be able to resolve a non-combat encounter of his choice. He will, however, encounter each Monster (including Epic Monsters) on his space in the order of his choice. Essentially, all Combat Encounter are queued before any encounters are resolved. Once the encounters are queued, very few effects can stop them from happening, one of which being the investigator is defeated.
Link

Q. Can investigators spend Focus to reroll dice when encountering a Tick Tock Men Epic Monster?
A. Yes.
Link

Q. When resolving reckoning effects, what is the correct order and timing?
A. First identify all components that have a effect. These are the only components that will be resolved during this event. Once they have all been identified, you resolve their effects in the order stated in the rules. Any component added to the game because of any of these effects is not part of the reckoning event. By that I mean, if a new component enters play that has a effect of its own, that new effect will not be resolved.
Link

Q. Where are defeated Monsters tokens placed after resolving an ambush with cards that allow investigators to keep Monster tokens?
A. The Purifying the World Unique Asset as well as the Hunting the Thousand Mystery allow investigators to "keep" defeated non-Epic Monsters. Both of these effects will function whether the Combat Encounter was premeditated or an ambush and even if the Monster is to be set aside.

It works like this: A Monster ambushes an investigator. He defeats it and instead of discarding it as normal, he places it on the Mystery or his task. While on that card, it is not available to be spawned, but its attributes may be referenced to resolve another ambush in the future.

If another investigator were ambushed by a Monster, and the only available reference for that Monster has been placed on another card, that investigator would not be able to "keep" that Monster on his own Purifying the World; that specific token is already claimed.

Finally, if a Monster that was previously set aside has been placed on a card, it will return to being set aside instead of being discarded when that card is discarded or otherwise removed from play.
Link

Q. How does the The Bermuda Triangle Mythos card affect a Detained investigator?
A. The investigator will not move but will become Delayed. His Detained Condition states that he cannot move.
Link

Q. How do you apply the loss of Health or Sanity from cards like Hideous Apparitions Mythos card or Unknown Dangers Mythos card when you have more Health or Sanity to lose than the investigators have?
A. For example, while resolving the Hideous Apparitions Mythos card you have a total of 7 Sanity left between three investigators but 9 Monsters on the board (9 Sanity to lose). When investigators as a group have to lose Health and/or Sanity you can't at least initially assign more loss to an investigator than they have to lose. After each investigator is assigned loss, apply any mitigation effects such as Moxie Condition or Headstrong Condition. At that point, and assuming all or some of the investigators are still alive, you have 2 more Sanity left to lose to satisfy the effect, and you are free to dump it on whoever you like (no different than a regular loss effect targeting an investigator). I think the fairest way to resolve this scenario is to say that you win in the end by dumping the leftover sanity loss on a single investigator.
Link

Q. Can an investigator who already has a Dark Pact Condition choose option 3 when resolving the No Time To Be Alone Mythos card?
A. Yes, you can still choose that option. It is the scenarios in which you need to gain a Dark Pact in order "to" do something that you can't resolve if you already have one, if that makes sense.
Link

Q. What happens when I resolve the Blood Rites Mythos card if I only have Epic Monsters on the board?
A. If the only Monster on the board was an Epic Monster, you would not have to resolve the effect. If there are any other Monsters, however, they must be chosen.
Link

Q. Does the The Sky Is Bleeding Mythos card trigger itself?
A. Yes. A Mythos card with the "ongoing" trait is put into play. Being put into play is what causes the effect to trigger. Thus the card is already in play when the effect is resolving.
Link

Q. Which takes precedence, the spawn effect of the Return of the Ancient Ones Mythos card (spawn on space 19) or the Monster's spawn effect for Colour Out of Space (move to Tunguska)?
A. The Monster's spawn effect is resolved before checking the number of Monsters on the space. In other words, you draw one Monster at random (Colour Out of Space) and place it on space 19 as indicated by the effect. Before continuing to read further on the Mythos card, you must finish spawning the Monster; flip the Monster token and read "When this Monster is spawned, move it to Tunguska." You follow this instruction, moving the Color Out of Space Monster to Tunguska. Having finished spawning a Monster, you continue reading the Mythos card. "Then, if there are 4 or more Monster on space 19, …" you check, but since there are not four or more Monsters on space 19, the remainder of the effect is not resolved.

Similarly, if the Monster spawned by Return of the Ancient Ones' effect has the Spawn effect "an investigator immediately encounter it" (for example, Ghast), the Combat Encounter will have to be resolved and the Monster may potentially be defeated and discarded before the number of Monsters on the space is checked by Return of the Ancient Ones.
Link

Q. Once you solve the "Moved to Boston" Rumor, do the Eldritch tokens on the reserve get discarded and then you immediately fill up the reserve, or does it stay blocked all game?
A. When a ***Rumor*** Mythos card is solved or discarded, also discard all tokens on it and placed by its effects. A ***Rumor*** has effect only while it is in play. When "Moving to Boston" is solved or discarded, the Eldritch tokens in the reserve are also discarded and its restriction about placing cards in the reserve is lifted. For more information about which tokens are discarded see Errata section, page 1.
Link

Q. Will the additional Expedition cards from the expansions break the Secrets of the Past Mythos card?
A. The primary hinderance of the Secrets of the Past Mythos card is that it stops investigators from resolving Expedition Encounters. The card's effect, moves the active expedition, making solving the ***Rumor*** that much harder. However, as an easy Mythos card, it was never intended to be a major threat to the investigation.
Link

Preludes

Q. If Doom starts on a space containing an Eldritch token placed by the "Apocalypse Nigh" Prelude, do you resolve a Disaster?

A. No. The Prelude states that a Disaster is resolved only when Doom advances to a space containing an Eldritch token. Doom must advance for the effect to trigger.

Q. May I choose the same option more than once with "The Coming Storm" Prelude? May I choose as first option to improve my and then use the improved skill to gain a better Asset from the reserve as my second option?
A. No and no. The card states "two effects" which are resolved in the order that they are written on the card.
Link

Q. If "The King in Yellow" Prelude is in play, are Clues from The King in Yellow Mythos card spawned during setup?
A. No, no additional Clues will be spawned. The ***Rumor*** is placed in play bypassing the usual resolution steps. The two Eldritch tokens placed by the Prelude are the only Eldritch tokens placed on the card. That is to say, there is a total of two tokens, not three.
Link

*Q. If the "Wondrous Curios" Prelude is in play, can Wilson Richards use his action ability to gain **Relic** Unique Assets from the reserve?*
A. Yes, and he doesn't have to spend a resource to do so—that line is meant only to apply to the Acquire Assets action portion, and that portion is not meant to imply that you cannot interact with the reserve in the normal ways.
Link

Spaces & Paths

Q. What space type are spaces on the Antarctica side board?

A. The spaces on the Antarctica side board do not have a space type. When an investigator encounters a Clue on the Antarctica side board, he draws and resolves an Antarctica Research Encounter.

Q. Are two spaces connected by a Local path adjacent?

A. Yes. Two spaces connected by a Local path are adjacent. An effect that causes an investigator to move 1 space causes that investigator to move across 1 path, from one space to an adjacent space. Alexandria and The Bent Pyramids are two spaces apart by way of The Pyramids. When resolving Nephren-Ka's effect, an investigator on Alexandria would move to The Pyramids. In addition: The Pyramids is adjacent to Rome, Istanbul, space 10, and The Heart of Africa on the main board and Alexandria, The Bent Pyramid, Cairo, and Tel el-Amarna on the side board.
Link

Q. Do paths leading off the side of the game board connect to the opposite side of the game board?

A. Yes. Paths that lead off the side of the game board connect to the corresponding paths on the opposite side of the game board. For example, Tokyo and space 2 are adjacent, connected by a Ship path.

Q. Can there be multiple Clues on a space?

A. Yes. Some effects move Clues to other spaces or spawn Clues on specific spaces. There is no limit to the number of Clues that can be on a space. However, each Clue is encountered separately.

Q. Can an investigator interrupt part of his action to move along a Local path?

A. Yes. Once per round, during the Action Phase, an investigator may move along any number of interconnected Local paths. This movement can be resolved before, after, or during any action the investigator performs.

Q. Are devastated cities still "named city spaces"?

A. Devastated spaces are no longer City spaces; they have no space type. However, a devastated space does retain its name. An effect that refers to a "named City space" means a space that is both a City space and a named space. As such, a devastated space is not a named City space because it is no longer a City space.

Q. Which spaces on the map are an "Expedition Space"?
A. An "Expedition space" is any space with an illustration and name presented as a polaroid photograph. Examples include The Amazon, The Pyramids, or Antarctica. On the other hand, Arkham, Rome, and Sydney, although an Expedition Encounter may appear in these spaces, are not Expedition spaces.
Link

Q. When determining the shortest distance between two spaces, how are Local patch considered?
A. Local paths count as one just as any other path.
Link

Q. Can you perform a Travel Action after using the new sideboards special rule on moving along Local Paths? If so, can you cross a Local Path that has been crossed previously that turn?"
A. The local path movement effect is not part of Travel action nor does it require an action. It can be resolved before, after, or even during the Travel action. There is no limit to the number of times an investigator can move across a path. An investigator could perform the Travel action to move from London to Arkham, and spend a Ship Ticket to move across that same path back to London. Similarly, an investigator could move across a Local path multiple times if he has a way to do so (such as performing the Travel action to move across a Local path).
Link

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Investigator Abilities

Akachi Onyele

- Akachi may share any information she learns from using her action ability with other investigators. If there is one or fewer Gates remaining in the Gate stack, she randomizes the Gates in the discard pile and places them on the bottom of the Gate stack before resolving her ability.

  If there is only one Gate remaining in the Gate stack and discard pile, Akachi's action ability allows her to look at that Gate.

- If an effect prevents Akachi from moving, she cannot use her passive ability.

  When Akachi moves using this ability, she moves directly onto the chosen space and does not move onto or through any other spaces.

Charlie Kane

- Charlie cannot use his action ability on an investigator that is Delayed.

  This action ability can be used on an investigator that has not performed any actions yet.

- When Charlie uses his passive ability, he may divide the Assets he acquires between any number of investigators in any spaces, including himself.

  If another investigator gains a ***Service*** Asset from Charlie's passive ability, the investigator immediately resolves that card.

Diana Stanley

- If Diana uses her action ability to move a Cultist Monster, she does not discard or move any other Monster.

- If Diana uses her passive ability during the test of a Combat Encounter, she does not lose any Sanity as long as she rolls 1 success. If she fails the test, she loses 1 Sanity from the Monster's altered horror.

Jacqueline Fine

- Jacqueline may use her action ability to give any number of Clue tokens to one other investigator and allow that investigator to give any number of Clue tokens to her. Other possessions cannot be traded using this ability.

- If Jacqueline uses her passive ability, she may share any information about that Condition card with other investigators.

  Jacqueline cannot use her passive ability when an investigator gains a Condition with the ***Common*** trait (such as a Debt). She cannot use this ability when she gains a Condition herself.

Jim Culver

- Jim and other investigators on his space recover Sanity from his action ability in addition to any Sanity recovered from a Rest action performed during the current Action Phase.

Leo Anderson

- Leo can perform his action ability on any space, even if there is a Monster on his space. If he rolls at least one success, he chooses a single ***Ally*** Asset from the reserve or discard pile, regardless of that Asset's value, and gains that card.

Lily Chen

- If Lily uses her action ability she must spend only Health or only Sanity. She cannot spend both. She cannot spend Health to recover Health or spend Sanity to recover Sanity.

- Lily cannot use her passive ability to improve a skill more than twice. If she improves a skill and already has an Improvement token for that skill, she cannot use her passive ability.

Lola Hayes

- When Lola uses her action ability, each "+2" Improvement token she spends counts as two "+1" Improvement tokens. All spent tokens are discarded.

  She can choose to improve the same skill twice with this ability if she has spent an appropriate number of Improvement tokens.

- Lola can use her passive ability on herself. Like all additional dice effects, this must be declared before the investigator rolls the test.

Mark Harrigan

- If Mark's action ability causes a Monster to lose its last Health, he has defeated that Monster. However, this does not count as a Combat Encounter.

- If an effect has a choice between two or more outcomes and Mark chooses to become Delayed or to gain a Detained Condition from that effect, he is Delayed or gains a Detained Condition, respectively. Mark is not affected by effects that say "become Delayed" or "gain a Detained Condition" without a choice.

  If an effect says, "Become Delayed unless," or, "Gain a Detained Condition unless," Mark is not affected by that effect, even if he chooses not to resolve the effect following "unless."

Norman Withers

- Norman may use his passive ability anytime he could spend a Clue. For example, he may use this ability to reroll a die during a test or to pay for his action ability.

Silas Marsh

- Silas cannot spend travel tickets to move additional spaces when using his action ability. The additional action granted by this ability does not count against his usual two actions per round. He may use his action ability and the Travel action during the same round.

Trish Scarborough

- When an investigator on Trish's space, including herself, would spend a Clue to reroll a die during a test, Trish may allow that investigator to reroll two dice instead. If that investigator's dice pool is only one die, Trish cannot use her passive ability.

Variant Reference Cards

With the introduction of new mechanics in *Eldritch Horror* expansions, some player groups may wish for a more difficult or more relaxed experience with certain player counts. The variant Reference cards shown below can be used to increase or decrease the game's difficulty.

For 1 or 5 Players

Players who desire a less punishing experience for 1 or 5 players can use the following Reference cards instead of those from the base game.

For 4, 7, or 8 Players

Players who desire a more challenging experience for 4, 7, or 8 players can use the following Reference cards instead of those from the base game.